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1 MEMOS: an interactive assistive system for prospective memory deficit compensation-architecture and functionality

Hendrik Schulze

September 2003 ACM SIGACCESS Accessibility and Computing, Issue 77-78

Publisher: ACM

Full text available: pdf(349.46 KB) Additional Information: full citation, abstract, references, cited by, index terms

The Mobile Extensible Memory Aid System (MEMOS) is an electronic memory aid system which was developed to support patients with deficits in the prospective memory after a brain injury. A special palmtop computer, the Personal Memory Assistant (PMA), ...

Keywords: assistive technology, cognitive prosthesis, electronic memory aid, health care application, mobile computing, prospective memory disturbances, usability

2 VC-1: a scalable graphics computer with virtual local frame buffers

Satoshi Nishimura, Tosiyasu L. Kunii

August 1996 SIGGRAPH '96: Proceedings of the 23rd annual conference on Computer graphics and interactive techniques

Publisher: ACM

Full text available: pdf(266.19 KB) Additional Information: full citation, references, cited by, index terms

Keywords: demand paging, frame buffers, parallel polygon rendering, scalable

3 Blackberries in support of technology

Susan T. Dunnavant

October 2001 SIGUCCS '01: Proceedings of the 29th annual ACM SIGUCCS conference on User services

Publisher: ACM

Full text available: pdf(210.96 KB) Additional Information: full citation, abstract, references, index terms

Interactive paging devices known as Blackberries were evaluated by student and professional support staff of Furman University as a part of a longer range evaluation of the technology for future campus-wide implementation. The immediate and robust but ...

Keywords: blackberries, interactive paging, staff collaboration, student technical staff, technicals support, wireless communication devices

4 An extensible approach to imagery of gridded data

Geoffrey Dutton

July 1977 SIGGRAPH '77: Proceedings of the 4th annual conference on Computer graphics and interactive techniques

Publisher: ACM

Full text available: pdf(3.19 MB) Additional Information: full citation, abstract, references, cited by

A program offering a variety of cartographic techniques for mapping gridded data is described. Dot-distribution maps, several forms of contour maps and screen-toned maps are currently implemented for plotter and vector CRT. The structure and logic of ...

Keywords: analytic hill-shading, cartography, contour mapping, device independence, dot-distribution mapping, gridded data, halftone imagery, inclined contour mapping, spatial analysis, spatial gradients, thematic mapping, vector graphics, virtual graphics, virtual memory

5 Interactive sculpturing and visualization of unbounded voxel volumes

Ralf Böonning, Heinrich Müuller
June 2002 SMA '02: Proceedings of the seventh ACM symposium on Solid modeling and applications
Publisher: ACM

Full text available: pdf(257.13 KB) Additional Information: full citation, abstract, references, cited by, index terms

A difficulty of voxel-based sculpturing and modeling is the limitation of the design space by the fixed boundaries of the voxel volume.We present the concept of an infinite voxelized virtual modeling space. A finite shape located in the virtual modeling ...

Keywords: adaptive surface extraction, computer-aided sculpturing, external memory data structures, volume modeling

6 Controlling user interaction

David J. Kasik
August 1976 ACM SIGGRAPH Computer Graphics, Volume 10 Issue 2
Publisher: ACM

Full text available: pdf(160.86 KB) Additional Information: full citation, abstract, references, cited by

The user of an interactive application is in an anamolous position, especially if he is not one of the elite class known as "computer bums". This mythical user is at the end of a process totally controlled by a computer and a program. His communications ...

7 Configurable applications for graphics employing satellites (CAGES)

Griffith Hamlin, Jr., James D. Foley
June 1975 SIGGRAPH '75: Proceedings of the 2nd annual conference on Computer graphics and interactive techniques
Publisher: ACM

Full text available: pdf(160.76 KB) Additional Information: full citation, abstract, references, cited by

This paper reports on CAGES, a programming system which substantially simplifies the process of writing interactive graphics application programs for use in a distributed processing, satellite-host configuration. It allows programs written in a PL/I ...

8 Controlling user interaction

David J. Kasik
July 1976 SIGGRAPH '76: Proceedings of the 3rd annual conference on Computer graphics and interactive techniques
Publisher: ACM

Full text available: pdf(160.86 KB) Additional Information: full citation, abstract, references, cited by

The user of an interactive application is in an anamolous position, especially if he is not one of the elite class known as "computer bums". This mythical user is at the end of a process totally controlled by a computer and a program. His communications ...

9 The internet vs e-commerce servers: when will server performance matter?

D. Krishnamurthy, J. Rolia
November 1998 CASCON '98: Proceedings of the 1998 conference of the Centre for Advanced Studies on Collaborative research
Publisher: IBM Press

Full text available: pdf(113.14 KB) Additional Information: full citation, abstract, references, cited by, index terms

The cycle time of an Internet based online shopper includes time at an electronic commerce (e-commerce) server to gather information and purchase products, download time to transfer data over the Internet, and think time for interpreting the results ...

10 XFastMesh: fast view-dependent meshing from external memory

Christopher DeCoro, Renato Pajarola
October 2002 VIS '02: Proceedings of the conference on Visualization '02
Publisher: IEEE Computer Society

Full text available: pdf(4.26 MB) Additional Information: full citation, abstract, references, cited by, index terms

We present a novel disk-based multiresolution triangle mesh data structure that supports paging and view-dependent rendering of very large meshes at interactive frame rates from external memory. Our approach, called XFastMesh, is based on a view-dependent ...

Keywords: interactive large-scale visualization, level-of-detail, multiresolution modeling, out-of-core rendering

11 Configurable applications for graphics employing satellites (CAGES)

Griffith Hamlin, Jr., James D. Foley
April 1975 ACM SIGGRAPH Computer Graphics, Volume 9 Issue 1
Publisher: ACM

Full text available: pdf(160.76 KB) Additional Information: full citation, abstract, references, cited by

This paper reports on CAGES, a programming system which substantially simplifies the process of writing interactive graphics application programs for use in a distributed processing, satellite-host configuration. It allows programs written in a PL/I ...

12 An extensible approach to imagery of gridded data

Geoffrey Dutton
August 1977 ACM SIGGRAPH Computer Graphics, Volume 11 Issue 2
Publisher: ACM

Full text available: pdf(3.19 MB) Additional Information: full citation, abstract, references, cited by

A program offering a variety of cartographic techniques for mapping gridded data is described. Dot-distribution maps, several forms of contour maps and screen-toned maps are currently implemented for plotter and vector CRT. The structure and logic of ...

Keywords: analytic hill-shading, cartography, contour mapping, device independence, dot-distribution mapping, gridded data, halftone imagery, inclined contour mapping, spatial analysis, spatial gradients, thematic mapping, vector graphics, virtual graphics, virtual memory

13 OS and compiler considerations in the design of the IA-64 architecture

Rumi Zahir, Jonathan Ross, Dale Morris, Drew Hess
November 2000 ASPLOS-IX: Proceedings of the ninth international conference on Architectural support for programming languages and operating systems
Publisher: ACM

Full text available: pdf(96.50 KB) Additional Information: full citation, abstract, references, cited by, index terms

Increasing demands for processor performance have outstripped the pace of process and frequency improvements, pushing designers to find ways of increasing the amount of work that can be processed in parallel. Traditional RISC architectures use hardware ...

14 IRIS performer: a high performance multiprocessing toolkit for real-time 3D graphics

John Rohlf, James Helman
July 1994 SIGGRAPH '94: Proceedings of the 21st annual conference on Computer graphics and interactive techniques
Publisher: ACM

Full text available: pdf(633.11 KB) ps(9.32 MB)

Additional Information: full citation, abstract, references, cited by, index terms

This paper describes the design and implementation of IRIS Performer, a toolkit for visual simulation, virtual reality, and other real-time 3D graphics applications. The principal design goal is to allow application developers to more easily obtain maximal ...

15 Separable hyperstructure and delayed link binding

David F. Brailsford
December 1999 ACM Computing Surveys (CSUR), Volume 31 Issue 4es
Publisher: ACM

Full text available: pdf(38.45 KB)

Additional Information: full citation, references, cited by, index terms

16 InfiniteReality: a real-time graphics system

John S. Montrym, Daniel R. Baum, David L. Dignam, Christopher J. Migdal
August 1997 SIGGRAPH '97: Proceedings of the 24th annual conference on Computer graphics and interactive techniques
Publisher: ACM Press/Addison-Wesley Publishing Co.

Full text available: pdf(697.27 KB)

Additional Information: full citation, references, cited by, index terms

17 Delay streams for graphics hardware

Timo Aila, Ville Miettinen, Petri Nordlund
July 2003 ACM Transactions on Graphics (TOG), Volume 22 Issue 3
Publisher: ACM

Full text available: pdf(1.67 MB) mov(25:25 MIN)

Additional Information: full citation, abstract, references, cited by, index terms

In causal processes decisions do not depend on future data. Many well-known problems, such as occlusion culling, order-independent transparency and edge antialiasing cannot be properly solved using the traditional causal rendering architectures, because ...

Keywords: 3D graphics hardware, antialiasing, occlusion culling, order-independent transparency, stream processing

18 Level-of-detail volume rendering via 3D textures

Manfred Weiler, Rüdiger Westermann, Chuck Hansen, Kurt Zimmermann, Thomas Ertl
October 2000 VVS '00: Proceedings of the 2000 IEEE symposium on Volume visualization
Publisher: ACM

Full text available: pdf(1.04 MB)

Additional Information: full citation, references, cited by, index terms

19 Fast hardware-software coverification by optimistic execution of real processor

Sungjoo Yoo, Jong-Eun Lee, Jinyong Jung, Kyungseok Rha, Youngchul Cho, Kiyoung Choi
January 2000 DATE '00: Proceedings of the conference on Design, automation and test in Europe
Publisher: ACM

Full text available: pdf(102.05 KB) Publisher Site

Additional Information: full citation, references, index terms

20 Hardware-software-balanced resampling for the interactive visualization of unstructured grids

Manfred Weiler, Thomas Ertl

October 2001 VIS '01: Proceedings of the conference on Visualization '01

Publisher: IEEE Computer Society

Full text available: pdf(752.18 KB) Publisher Site

Additional Information: full citation, abstract, references, cited by, index terms

In this paper we address the problem of interactively resampling unstructured grids. Three algorithms are presented. They all allow adaptive resampling of an unstructured grid on a multiresolution hierarchy of arbitrarily sized cartesian grids according ...

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